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22. (Previously Presented) The computer program product of claim 18 wherein the first representation of the portion of the object and the second representation of the portion of the object comprise different shading paradigms selected from the group: texture maps, colors, materials, surface maps, displacement maps.

23. (Previously Presented) The computer program product of claim 18 wherein the code that directs the processor to determine the first plurality of sampling locations associated with at least the portion of the first representation of an object and to determine the second plurality of sampling locations associated with at least the portion of the second representation of the object comprises:

code that directs the processor to determine a plurality of sampling locations associated with a portion of an object; and

code that directs the processor to determine the first plurality of sampling locations and the second plurality of sampling locations from the plurality of sampling locations.

24. (Previously Presented) The computer program product of claim 22 wherein code that directs the processor to determine the first plurality of sampling locations and the second plurality of sampling locations from the plurality of sampling locations comprises code that directs the processor to determine a weighted distribution for the first plurality of sampling locations and the second plurality of sampling locations from the plurality of sampling locations in response to a factor selected from the group: a size of the portion of the object in a scene, a viewing angle with respect to the portion of the object.

25. (Previously Presented) The computer program product of claim 22 wherein code that directs the processor to determine the first plurality of sampling locations and the second

configure to combine the first plurality of sampled values and the second plurality of sampled values to determine a value for a pixel associated with the object;

wherein the first plurality of locations are not identical to the second plurality of locations; and

wherein the memory is also configured to store the value for the pixel in an image.

30. (Previously Presented) The apparatus of claim 29

wherein the processor is also configured to determine a plurality of locations of the object, and

wherein the processor is configured to determine the first plurality of locations from the plurality of locations.

31. (Previously Presented) The apparatus of claim 30 wherein the processor is also configured to determine a ratio between a number of locations in the first plurality of locations and a number of locations in the second plurality of locations.

32. (Previously Presented) The apparatus of claim 30 wherein the processor is also configured to determine a number of locations in the first plurality of locations from a number of locations from the plurality of locations in response to one of the group: viewing angle with respect to at least the portion of the object, importance of the object in a scene, rendering performance cost for rendering the object at the first plurality of locations.

33. (Previously Presented) The apparatus of claim 30 wherein the first representation of the portion of the object and the second representation of the portion of the object comprise differences selected from the group: different geometric primitives, different geometric topologies, different levels of detail, different bump maps.

wherein the processor is also configured to render the object at a third plurality of locations of the third representation to form a third plurality of sampled values, and wherein the processor is configure to combine the first plurality of sampled values, the second plurality of sampled values, and the third plurality of sampled values to determine the value for the pixel associated with the object.

40. (Previously Presented) The method of claim 1

wherein the plurality of different representations of an object comprise a first representation and a second representation;

wherein the plurality of sample locations comprise a first plurality of sample locations and a second plurality of sample locations;

wherein associating with each of said sample locations comprises associating the first plurality of sample locations with the first representation and the second plurality of sample locations with the second representation;

wherein computing the image contribution comprises computing sample values from the first plurality of sample locations and computing sample values from the second plurality of sample locations; and

wherein combining said image contributions comprises combining the sample values from the first plurality of sample locations and the sample values from the second plurality of sample locations to determine a value of the pixel in the image.

41. (Previously Presented) The method of claim 40 wherein a number of sample locations in the first plurality of sample locations is determined in response to a variable selected from the group: viewing angle with respect to a surface of the object, importance of the object in a scene, rendering performance cost for rendering the object using the first representation of the object, orientation of the object.